

FIG. 1

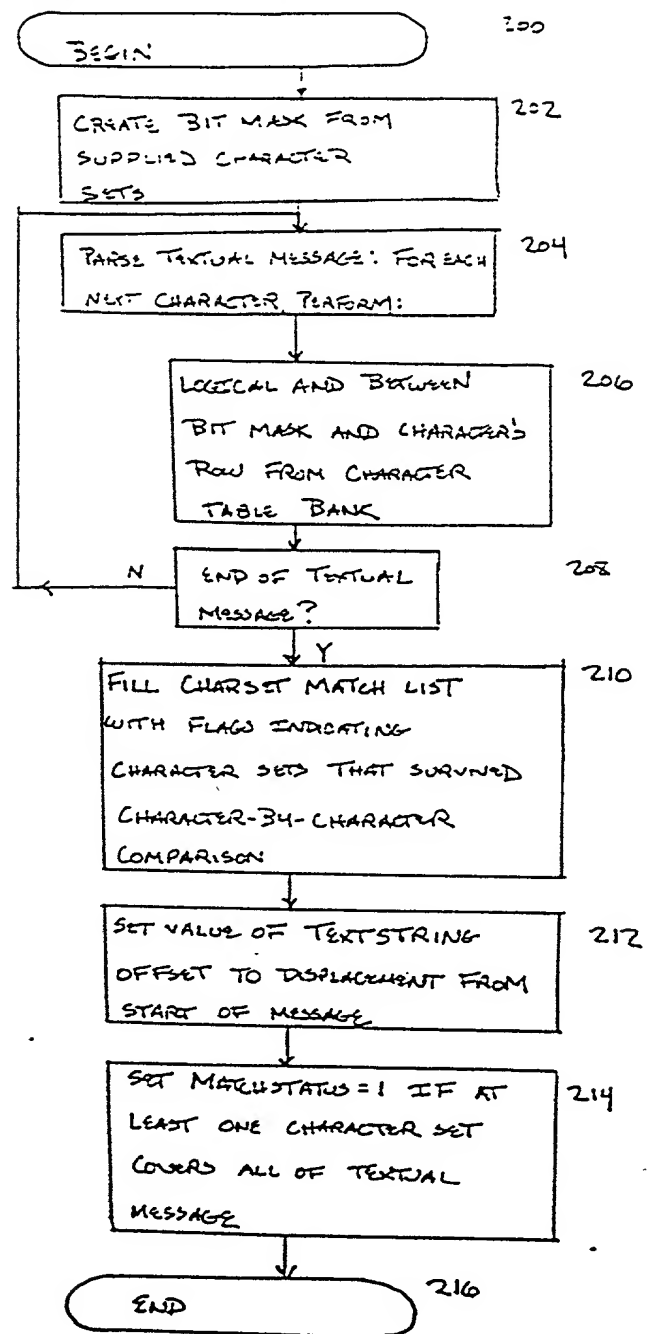


FIG. 2

M3 WINDOWS CP 1254
 M3 WINDOWS CP 1252
 M3 WINDOWS CP 1250
 M3 WINDOWS CP 1258
 120 8859 9
 120 8859 4
 120 8859 3
 120 8859 2
 120 8859 1

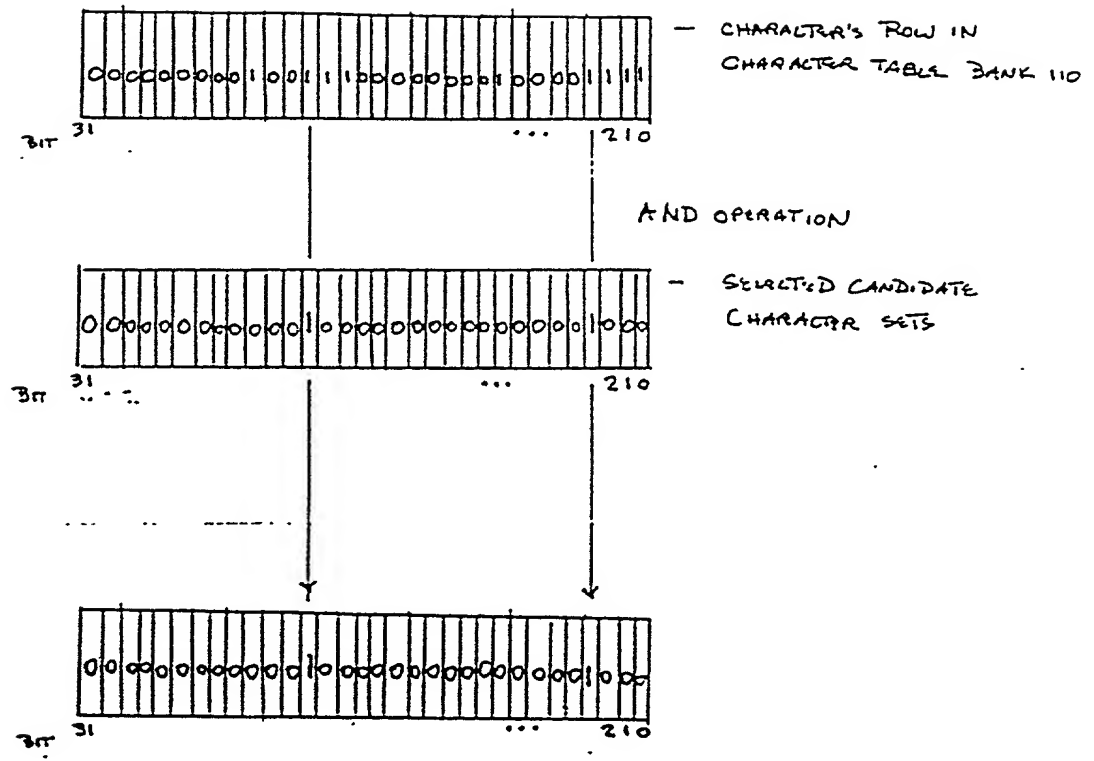
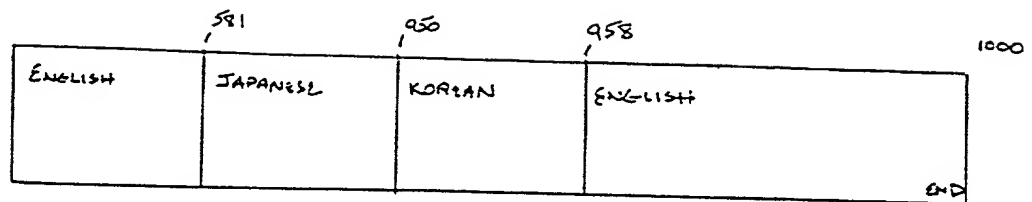


FIG. 3



1st CALL: STOP AT 950

RET SET = JAPANESE

(CHARSETMATCHLIST)

MATCH STATUS = FAILED

2ND CALL: STOP AT 1000

RET SET = KOREAN

(CHARSETMATCHLIST)

MATCH STATUS = SUCCESS

FIG. 4

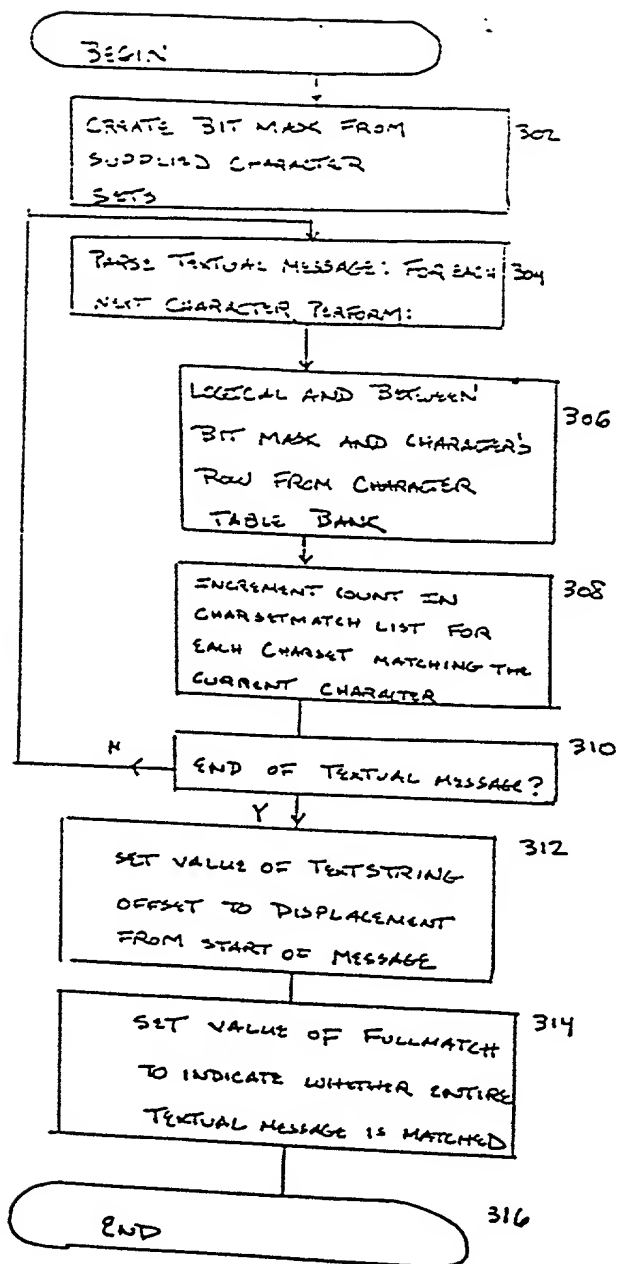


FIG. 5

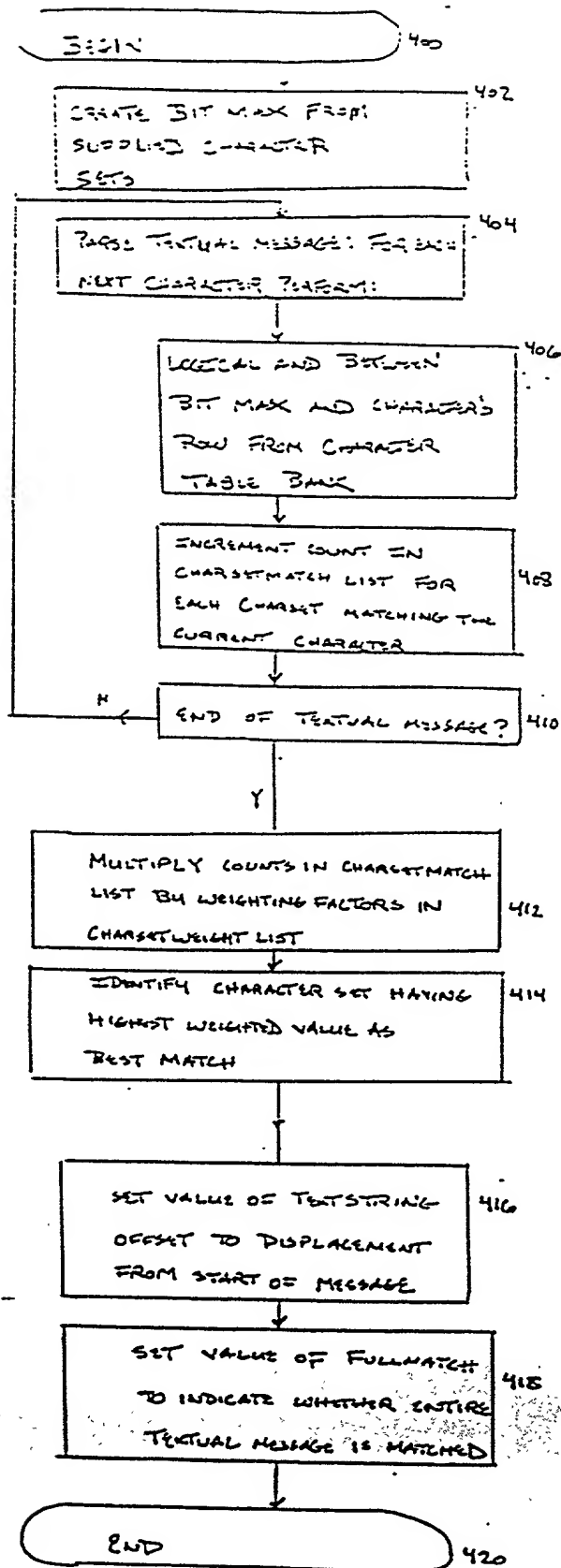
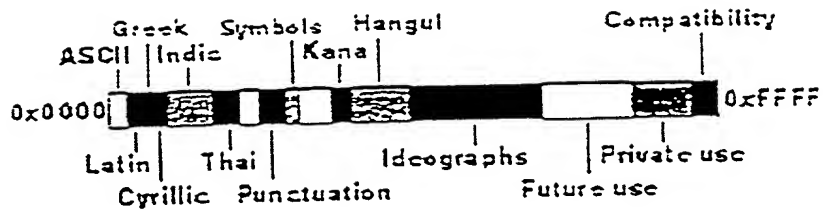


FIG. 6



Unicode's encoding layout

Fig. 7

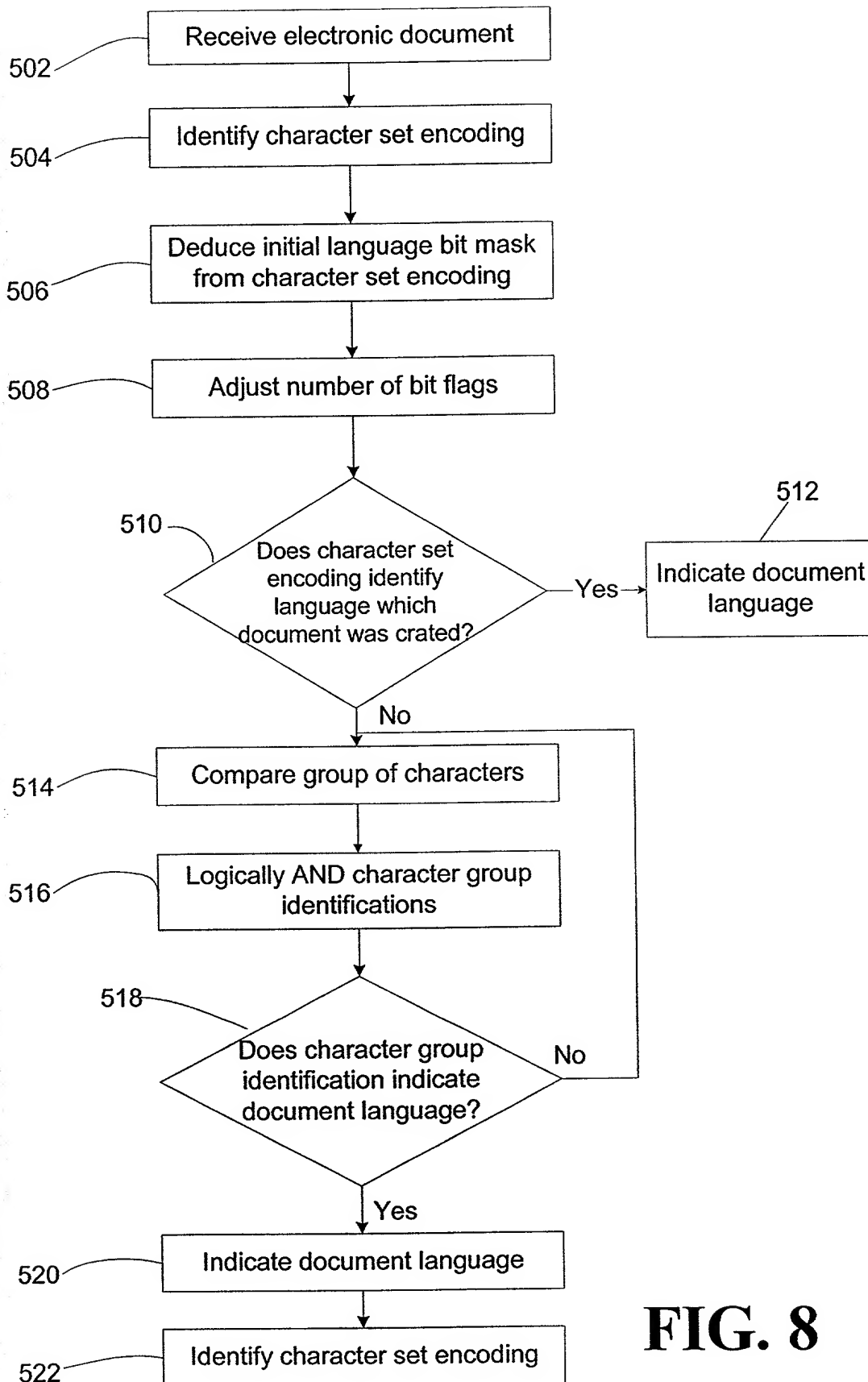


FIG. 8

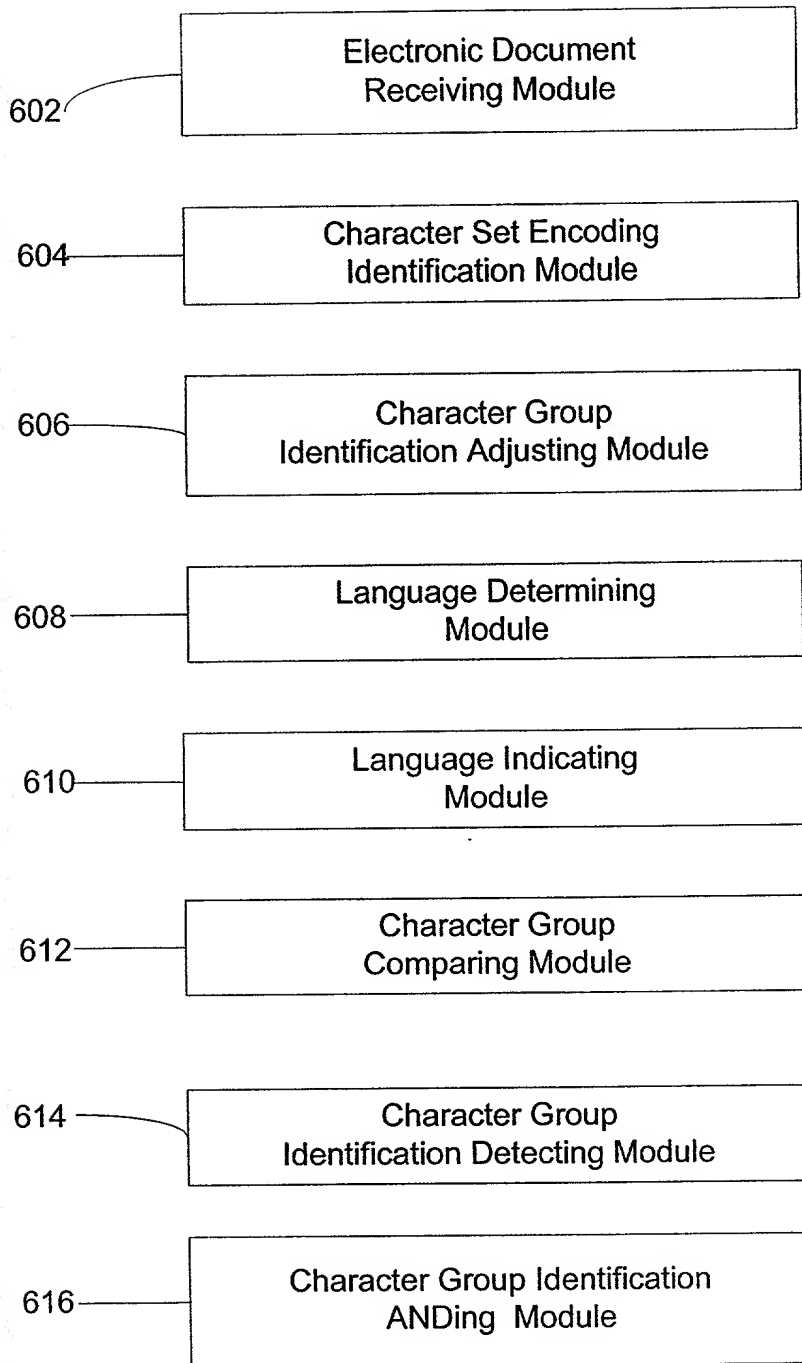


FIG. 9